

PATHFINDER

CHARACTER SHEET

CHARACTER NAME

Rocinante

Player Name **Luke**

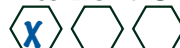
LEVEL

2

XP

129

HERO POINTS



Gain 1 at the start of each session and when granted by the GM. Spend 1 to reroll a check. Spend All to avoid death.

ANCESTRY

Elf

Heritage and Traits

Whisper Elf

Size

med

BACKGROUND

Deep Background

Background Notes

CLASS

Wizard

Class Notes

Improved Familiar Attunement

ATTRIBUTES

+1 Strength
○ Partial Boost**+3** Dexterity
○ Partial Boost**-1** Constitution
○ Partial Boost**+4** Intelligence
○ Partial Boost**+2** Wisdom
○ Partial Boost**+0** Charisma
○ Partial Boost

DEFENSES

Armor Class Shield



10 + 3 + 2 + 0

Base Dex* Prof Item
* Use armor's Dex cap if lower

Hardness Max HP BT HP

Armor Proficiencies

Unarmored Light Medium Heavy

☒	☐	☐	☐
T	T	T	T
E	E	E	E
M	M	M	M
L	L	L	L

Fortitude

+1

-1 + 2 + 0

Con Prof Item

Defenses Notes

Reflex

+5

3 + 2 + 0

Dex Prof Item

Will

+6

2 + 4 + 0

Wis Prof Item

HIT POINTS

Maximum

16

Current HP

Temporary HP

0

Dying ○○○○

Wounded 0/3

Resistances and Immunities

Conditions

SKILLS

Acrobatics

+5

3 + 2 + 0 - 0

Dex Prof Item Armor

Arcana

+6

4 + 2 + 0

Int Prof Item

Athletics

-1

1 + -2 + 0 - 0

Str Prof Item Armor

Crafting

+6

4 + 2 + 0

Int Prof Item

Deception

-2

0 + -2 + 0

Cha Prof Item

Diplomacy

-2

0 + -2 + 0

Cha Prof Item

Intimidation

-2

0 + -2 + 0

Cha Prof Item

Herbalism Lore

+6

4 + 2 + 0

Int Prof Item

Lore

+6

+ +

Int Prof Item

Medicine

+4

2 + 2 + 0

Wis Prof Item

Nature

+4

2 + 2 + 0

Wis Prof Item

Occultism

+6

4 + 2 + 0

Int Prof Item

Performance

-2

0 + -2 + 0

Cha Prof Item

Religion

+4

2 + 2 + 0

Wis Prof Item

Society

+2

4 + -2 + 0

Int Prof Item

Stealth

+1

3 + -2 + 0 - 0

Dex Prof Item Armor

Survival

+0

2 + -2 + 0

Wis Prof Item

Thievery

+1

3 + -2 + 0 - 0

Dex Prof Item Armor

Skill Notes

LANGUAGES

draconic, fey, jotun, orkish,
common, elven

PERCEPTION

+4

2 + 2 + 0

Wis Prof Item

Senses and Notes

Low-Light Vision

SPEED

30

feet

Special Movement

STRIKES

Melee Strikes

Weapon

Dagger

+5

3 + 2 + 0

Str Prof Item

Damage

1d4 + 1

○ B
○ P
○ S

Traits and Notes Agile, Finesse, Thrown 10, Versatile S

Weapon

Unarmed Attack

+5

3 + 2 + 0

Str Prof Item

Damage

1d4 + 1

○ B
○ P
○ S

Traits and Notes Agile, Finesse, Nonlethal, Unarmed

Weapon

+5

+ +

Str Prof Item

Damage

○ B
○ P
○ S

Traits and Notes

Ranged Strikes

Weapon

Crossbow

+5

3 + 2 + 0

Dex Prof Item

Damage

1d8

○ B
○ P
○ S

Traits and Notes Range 120

Weapon

Dagger

+5

3 + 2 + 0

Dex Prof Item

Damage

1d4 + 1

○ B
○ P
○ S

Traits and Notes Agile, Range 10, Thrown, Versatile S

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

☒	☒	☐	☐	☐
T	T	T	T	T
E	E	E	E	E
M	M	M	M	M
L	L	L	L	L

Critical Specializations

CLASS DC

16

10 + 4 + 2 + 0

Base Key Prof Item

REMINDERS

Proficiency

Untrained +0

Trained 2 + level

Expert 4 + level

Master 6 + level

Legendary 8 + level

Action Icons

◆ Single Action

◆◆ Two-Action Activity

◆◆◆ Three-Action Activity

◆ Free Action

➤ Reaction

ANCESTRY AND GENERAL FEATS — CLASS ABILITIES

Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat Otherworldly Magic	Arcane Bond (Drain Bonded Item), Arcane School (School of Unified Magical Theory), Arcane Thesis (Improved Familiar Attunement), Wizard Spellcasting (Cast a Spell)
	Background Skill Feat Titan Wrestler	
2	Skill Feat Assured Identification	Class Feat Conceal Spell
3	General Feat	Class Feature
4	Skill Feat	Class Feat
5	Ancestry Feat Boosts	Class Feature
6	Skill Feat	Class Feat
7	General Feat	Class Feature
8	Skill Feat	Class Feat
9	Ancestry Feat	Class Feature
10	Skill Feat Boosts	Class Feat
11	General Feat	Class Feature
12	Skill Feat	Class Feat
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
15	General Feat Boosts	Class Feature
16	Skill Feat	Class Feat
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
19	General Feat	Class Feature
20	Skill Feat Boosts	Class Feat

INVENTORY

Held Items	Bulk
Crossbow	1
Dagger	0.1

Consumables	Bulk
18 Bolts	0.1
Scroll of Command (Rank 1) ‡	0.1
Scroll of Gust of Wind (Rank 1) ‡	0.1
Scroll of Invisible Item (Rank 1) ‡	0.1
Scroll of Item Facade (Rank 1) ‡	0.1
Scroll of Thoughtful Gift (Rank 1) ‡	0.1
Scroll of Thunderstrike (Rank 1) ‡	0.1
Scroll of Ventriloquism (Rank 1) ‡	0.1

Worn Items	Invested	Bulk
Backpack		0.1
Bedroll		0.1
10 Chalk		0
Everlight Crystal ‡		0.1
Flint and Steel		0
Identification Papers, standard		0.1
2 Rations		0.1
Rope		0.1
Soap		0
5 Torch		0.1
Waterskin		0.1
Explorer's Clothing		0.1
Grappling Hook		0.1
Spellbook (Blank)		0.1
Writing Set		0.1
Writing Set (Extra Ink and Paper)		0

BULK



Light Items 10 light Bulk items = 1 Bulk

Encumbered Bulk 5 + Str

Maximum Bulk 10 + Str

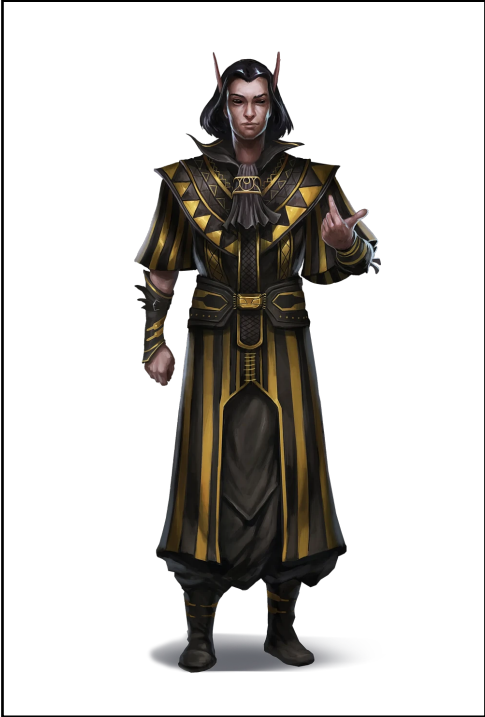
Maximum Invested 10

WEALTH

CP	SP	GP	PP
0	1	2	0

Gems and Artwork	Price	Bulk

CHARACTER SKETCH



ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
		Khorvaire: K ...	131	Male	6'5"	139 lbs.
Appearance						

PERSONALITY

Attitude	Deity or Philosophy
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

CAMPAIGN NOTES

Notes	Allies
	Enemies
	Organizations

ACTIONS AND ACTIVITIES

◆ Conceal Spell	PC
Animist, Concentrate, Spellshape, Witch, Wizard	
◆ Reach Spell	PC
Bard, Cleric, Concentrate, Druid, Oracle, Sorcerer, Spellshape, Witch, Wizard	

FREE ACTIONS AND REACTIONS

◆ Drain Bonded Item	PC
Arcane, Wizard	
◆ Drain Familiar	PC
Arcane, Wizard	

SPELL SLOTS

☒ Prepared Caster
☐ Spontaneous Caster

SPILLS

Spells per Day

Spell Rank

Spells Remaining

SPILLS

Cantrips per Day

Cantrip Rank

1/2 your level rounded up

Name	Actions	Prep
Detect Magic	➡➡	
Electric Arc	➡➡	
Ignition	➡➡	
Light	➡➡	
Prestidigitation	➡➡	
Puff of Poison	➡➡	
Ray of Frost	➡➡	
Read Aura	1m	
Shield	➡	
Telekinetic Hand	➡➡	

Name	Actions	Rank	Prep
Command	➡➡	1	
Create Water	➡➡	1	
Force Barrage	⚡ - ➡➡➡	1	
Grease	➡➡	1	
Gust of Wind	➡➡	1	
Hydraulic Push	➡➡	1	
Invisible Item	➡➡	1	
Mystic Armor	➡➡	1	0
Shocking Grasp	➡➡	1	0
Summon Undead	➡➡➡	1	0

RITUALS

Focus Pool Equals the number of focus spells you have (maximum 3).

Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions
Hand of the Apprentice	

Name	Rank	Cost
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Name	Actions	Freq
Shield		

Name	Rank	Cost
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